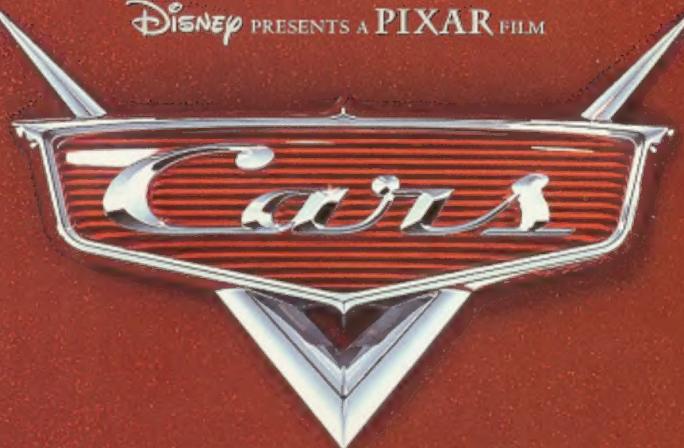


Disney PRESENTS A PIXAR FILM



Available
fall 2005

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GAME BOY ADVANCE



PIXAR
ANIMATION STUDIOS

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Disney PRESENTS A PIXAR FILM

THE INCREDIBLES



INSTRUCTION BOOKLET



NINTENDO
GAMECUBE.

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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that this product is licensed or
manufactured by Nintendo. Always
look for this seal when buying video
game systems, accessories, games
and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME SUPPORTS
GAME PLAY WITH ONE
PLAYER AND CONTROLLER.



THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.

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TEEN



Cartoon Violence

ESRB CONTENT RATING

www.esrb.org

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LICENSED BY



STORY



ARE YOU READY to play as one of the world's greatest superheroes [known to all as Mr. Incredible] and as his family of supers? You'd better be; this mission needs the help of Mr. Incredible's entire family and friends, too! After reminiscing about the days before he struggled into his super suit, Mr. Incredible receives a mysterious call that summons him to a remote island for a top-secret assignment. With a new purpose, he heads off to the island of Nomanisan for an extraordinary battle of wits and superpowers. Watch out world: It's Showtime!

CONTROLS

Nintendo GameCube™ Controller

The default setting for the Rumble Feature is ON. The Rumble Feature can be turned OFF in the Options Menu.



MENU CONTROLS

-Control Pad	Highlight menu selection
Control Stick	Highlight menu selection
A Button	Confirm menu selection
B Button	Return to previous menu

X Button	Grab (Mr. Incredible, Mrs. Incredible)
X Button	Throw (Mr. Incredible, Mrs. Incredible)
X Button	Action (Mr. Incredible, Mrs. Incredible, Violet)
Y Button	Incred-Attack/Move
L Button	First person Camera view (Mrs. Incredible)
R Button	Crouch/Roll (Mr. Incredible)
R Button	Stretchy Punch/Grapple/Swing (Mrs. Incredible)
L+Z Button	Center Camera
START	Start game/Pause menu

GAME CONTROLS

Control Stick	Control Character
C Stick	Move Camera
A Button	Jump (not available on Incred-Ball)
B Button	Punch (Mr. Incredible, Mrs. Incredible)

MAIN MENU OPTIONS

NEW GAME

Highlight this option with your +Control Pad, then press the A Button to begin a brand-new adventure! When you begin, you'll be asked whether you'd like to create a Save File. You need a Nintendo GameCube® Memory Card to save your game - make sure you have one plugged in! You can have up to three Save Files.

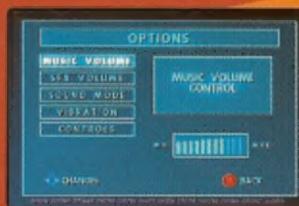


LOAD GAME

During your game, you can save your progress at any time. When you return to your game, choose this option to load a game you've already saved. Then you can hop right back into the action!

OPTIONS

Turn the Music Volume (the tune playing in the background), and the SFX Volume (the grunts, zaps, and shrieks in the game) up or down. Change the sound mode from Mono (one speaker), Stereo (two), or Dolby® Surround. Finally, turn the Controller Rumble Feature on or off. All options are changed with the + Control Pad or Control stick.



BONUS

Enter this menu to view bonus videos about the movie and the game.

Super Tip!	Menu Controls
+Control Pad: Highlight Selection	
A Button: Approve selection	
B Button: Go back to previous screen	

PAUSE MENU OPTIONS

Press START during the game to access this Pause Menu. There are a number of options here; select one with the A Button, or return to the game with the B Button. The top left area shows the name of the level you're playing, and how many checkpoints you've passed. Underneath is a video of the level you're in. To the right is a list of sub-menus.



Options – Allows you to enter the main options menu, just like you could at the Main Menu. You can change the music, sound effects, sound, Controller Rumble Feature, and look at the current controls.

Save Game – Save your progress at any time from this screen.

Mission Select – Enables you to replay any missions you have already unlocked.

????????? – What form of hidden game mode is this? It appears as ?????? until you unlock it.

Gallery – View artwork and videos unlocked by collecting Bonus Item pickups in the game.

Secrets – Shhh! There's some Incredible codes to type in at this screen, but we can't tell you what they are yet! Visit

www.incrediblesgame.com for the latest secrets and information on this game!

Quit Game – Ready to quit? Never! But just in case, choose this to return to the Main Menu. Don't forget to save first!

Super Tip!	More Moves
Your Incredibles team has many more super moves at their disposal. Check the Characters and Moves section for all the information!	

8 GAME SCREEN



Incredile Icon – This quickly shows you your health and Incredil-Meter. The 'I' dot flashes when you're at 25 percent health or less.

Health Meter – Shows how much health you have left. Collect Health to fill this bar. If you take damage, the Health Meter goes down clockwise. If it empties completely, you'll restart at the last checkpoint.

Incredil-Meter – Each time you attempt an Incredil-Move, this empties a little. Certain items and defeating henchmen add to this meter. So start swinging!

Special Action Meter – This is used to show how "charged" a move is or how much longer the player has to repeatedly press the button to lift things.

Enemy – This is the enemy you're currently attacking; in this case, Bomb Voyage's henchman!

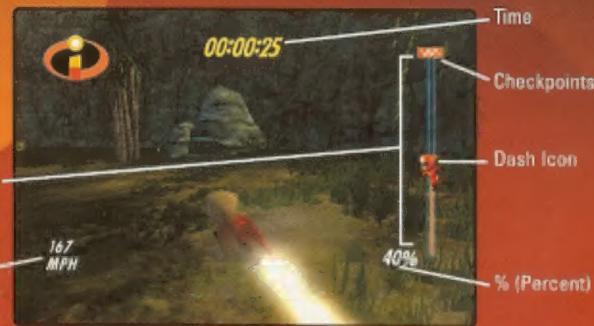
Instructions – If you see information here, be sure to read it!

STATISTICS

Once you complete each level, your skills are comprehensively detailed in a series of statistics shown in the screen to the right.

LEVEL COMPLETE	
TIME	9:19
DASH DISTANCE	707.8
SUPER JUMP	100%
SUPER DASH	100%
BOMB VOYAGE	20%
SPIDER MAN	100%
INVISIBLE GIRL	100%

9 GAME SCREEN



Dash Meter (Dash Levels Only) – Check the screen above, and you'll spot the Dash Meter on the right side of your screen. It is used to track the progress throughout the level you're running through. Below is a description of how to read this meter:

Dash Icon – The Dash icon on the line along the right side of the screen shows you the location of Dash. It moves from the bottom of the meter to the top as you continue through the level.

Checkpoints – Notice orange bars appearing at the top of the meter and slowly moving towards the Dash icon? These are checkpoints. When Dash passes through the checkpoint, you've passed through it too! If Dash is defeated by being tripped, striking objects, or overheating, you start at the last orange bar you ran through.

Time – At the top of the screen, you'll see a timer. This shows how much time remains until Dash reaches his goals.

MPH – Meaning 'miles per hour', and appearing on the bottom left hand corner of your screen, this indicates Dash's speed.

% (Percent) – Check the bottom of the timer for a percentage that increases once you start. When you reach 100%, the level is done!

ITEMS

When you're thwacking evil-doers left and right, here are a couple of items that are handy for your plight!



Health: Replenishes your health.

Red-50% Replenishment

Yellow-25% Replenishment

Green-10% Replenishment



Incredipower Increase: Replenishes your Incredimeter.

Red-50% Replenishment

Yellow-25% Replenishment



Bonus Item: Unlocks artwork and videos in the Gallery.



Incredipointer: Provides in-game instructions.



LEVELS

18 stages of robots and thugs are ready to hack; here's what to expect so that you can stay on track.

Level 1:

BANK HEIST

A young Mr. Incredible is on the trail of Bomb Voyage, the elusive criminal mastermind, and his host of cronies. There are a series of bank robberies and Mr. Incredible correctly assumes that this devious burglar is making off with the loot. It's up to Mr. Incredible to stop him!



Level 2:

SKYLINE STRETCH

That Bomb Voyage is one slippery customer, and as the chase heats up, Helen (the future Mrs. Incredible) joins in to help in his apprehension. Can she halt Bomb Voyage once and for all?



Level 3:

BUDDY PINE & BOMB VOYAGE

Buddy Pine's rocket boots are an impressive piece of jet technology, but Mr. Incredible doesn't want to examine them quite this close! Taking off on a wild ride across the city as he tries to remove a bomb from Buddy's cape, Mr. Incredible drops onto a rooftop right next to that master thief, Bomb Voyage – time for his journey to end!



Level 4:

APARTMENT INFERNO

Remember superheroes' lives in the good old days? There was respect, adoration, and people screaming for help from a burning building. Great news! Mr. Incredible's old friend Frozone is back, and so is the excitement! Are they getting in over their heads?



LEVELS**Level 5:****LATE FOR SCHOOL**

The bus has left again without Dash. He's late! Or is he? With some sneaky superpower moves he may make it on time. Being the speediest person around does have its benefits though. It's time to test his sprinting ability and get to school before the bus does.

**Level 6:****BEACH LANDING**

The mysterious Mirage has offered Mr. Incredible a top-secret assignment that he's in no position to refuse. Moments later, she debriefs him while on a jet plane heading straight toward Nomanisan Island.

**Level 7:****NOMANISAN ISLAND**

After an unforgettable landing on Nomanisan Island, Mr. Incredible only gets to stretch his legs briefly before he has to start battling robots once again. Mirage warned him the Omnidroid is loose and wreaking havoc on the island, but where is it? It's up to Mr. Incredible to find and destroy it!

**Level 8:****VOLCANIC ERUPTION**

Mr. Incredible's luck matches his name, and he locates the Omnidroid. It's at about this point that Mr. Incredible wishes he had Frozone with him. The metal monstrosity throws Mr. Incredible into the mouth of an active volcano, and then dives in itself to finish the job!

**Level 9:****ROBOT ARENA**

After destroying the Omnidroid in his first mission Mr. Incredible has a new lease on life. He is now back on Nomanisan ready for adventure again. On his way to the conference room to get debriefed, he runs into a couple of obstacles. Don't worry - nothing can stop Mr. Incredible!

**LEVELS****Level 10:****GREAT FALLS**

It's bigger, it's better, and it's back! Is it too much for Mr. Incredible? The giant metallic shape starts to block out all the lights. An even more impressive Omnidroid engages Mr. Incredible in hand-to-claw combat.

**Level 11:****SYNDROME'S BASE**

Just what is really going on within the belly of Nomanisan Island? Mr. Incredible will soon discover more about Syndrome's diabolical plan. He now has to figure out what happened to his former allies and stop Syndrome, preferably in spectacular fashion.

**Level 12:****FINDING MR. INCREDIBLE**

Suspicious of her husband's whereabouts, Mrs. Incredible and the kids fly out to Nomanisan to find Mr. Incredible. After a horrific landing, Mrs. Incredible leaves the kids in a cave and takes off on her own adventure inside Syndrome's base to find her husband.

**Level 13:****100 MILE DASH**

Uh-oh! Dash is running for his life in a deadly race against the pursuing velocipods! These henchman-driven flying contraptions are as deadly as they are fast, and Dash needs every ounce of energy to keep one step ahead of them.

**Level 14:****VIOLET'S CROSSING**

With Dash speeding away, Violet is left to fend for herself. She's not too worried though; she doesn't cut enough of an imposing figure to worry Syndrome's henchman. In fact, her plan is to not reveal herself at all – invisibility is the best method of escape!



LEVELS

Level 15:

INCREDI-BALL

Dash escapes Syndrome's flying fiends, while Violet completes her stealthy sneak. They both meet up to combine their powers into a fearsome Incrediball. Take Violet's force field, add Dash's speed, and mix together to form a real force to be reckoned with.



Level 16:

SECRET LAVA LABS

While the kids are having a ball, Mrs. Incredible has finally arrived at the inner sanctum of the reprehensible Syndrome. He doesn't make his underground lair easy to navigate, but continue she must in order to locate Mr. Incredible.



Level 17:

ROCKET SILO

The Incredibles meet up and try to find a way off of the island. They run right into the rocket bay. Violet's idea is to use the rocket, but they run into trouble when they discover that the power to the entire silo is out. Meanwhile, Mrs. Incredible tries to re-establish power to the rocket silo, and Mr. Incredible heads off to ready the rocket that will fly his family home.



Level 18:

SAVE THE WORLD

What seemed like a hair-brained scheme to blast back to civilization has worked! Of course, when The Incredibles arrive, they see that their work isn't done. Syndrome's greatest invention is wreaking havoc on Metroville. Can Syndrome save the city and finally be super?

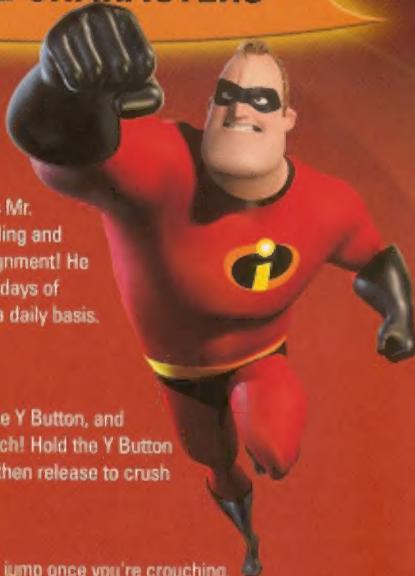


PLAYABLE CHARACTERS

Welcome the heroes of the game.

MR. INCREDIBLE

Once considered one of the world's greatest superheroes (known to all as Mr. Incredible), Bob Parr comes out of hiding and accepts a mysterious top-secret assignment! He can't wait to get back to the good old days of saving the world, and fighting evil on a daily basis.



Incredib-Moves!

Incredib-Punch

Charge your Incredib-Meter up, hold the Y Button, and release it to unleash your Incredib-Punch! Hold the Y Button while Mr. Incredible is in mid-air, and then release to crush anything directly below you.

Crouch-Jump

Want to leap higher than normal? Then jump once you're crouching.

Roll

Press and hold the R button, then move and hold the Control Stick (in the direction you want to move), then press the A button.

Throw

A useful technique to deal with airborne foes. Stand next to the object (or enemy), press the X Button to pick it up, and press the X Button again to launch it.

Incredib-Actions!

Incredib-Jump

Have you found an Incredib-Pointer? Then press and hold the A Button, and release it for a truly spectacular leap!

Incredib-Turn

Grab large objects with the X Button, and use the Control Stick to turn them in place.

Incredib-Lift

Got a really heavy object blocking your path? Then stand next to it and tap the X Button repeatedly until you lift it up and out of the way!

Incredib-Throw

Lift up a henchman with the X Button, and instead of pressing the X Button again, press and hold the Y Button for an even longer throw!

PLAYABLE CHARACTERS

MRS. INCREDIBLE

Mrs. Incredible misses the old days, but doesn't dwell on those times as she has a wonderful family and is quite happy to spend her time with them. It is only until her family is in danger does she reassume her secret identity and use her elastic powers to save the day.

Incred-i-Moves!

Stretching

Mrs. Incredible has stretching talents that can knock out henchman from far away. Press the R Button when a henchman is targeted and knock him out.

Throwing

Press and hold the X Button, and you'll grab a henchman before throwing him. Rotate the Control Stick in mid-throw to change the direction you throw him.

Swinging

When near a grapple point, shown by an Incred-i-Pointer, press and hold the R Button to swing across a gap. Release the R Button to let go of the grapple point.

Incred-i-Actions!

Incred-i-Punch

Press the Y Button to unleash Mrs. Incredible's Incred-i-Punches. The longer you hold the button, the stronger the attack will be!



PLAYABLE CHARACTERS

VIOLET

Violet Parr, like her parents has special powers, and it seems only right that hers allow her to turn invisible and protect herself with an equally invisible shield. While on Nomanisan, she learns to confront fearsome situations, turning her defensive energies into an offensive force.

Incred-i-Moves!

Invisibility

Press and hold the Y Button to use Violet's invisibility power. Hold the button too long though, and you'll deplete her Incred-i-Meter, so use this sparingly.

Incred-i-Actions!

Incred-i-Ball

Once Violet meets up with Dash, she'll use her force field ability in conjunction with Dash's speed to form the Incred-i-Ball. Almost nothing can stand in their way when they work together!



PLAYABLE CHARACTERS

DASH

The smallest member of The Incredibles family, next to Jack-Jack, is also the smallest thing Mr. Incredible has to worry about. These little baddies aren't like the ones on TV. They don't hold back!

Incrediball

Incrediball
While running, press the Y Button for a turbo boost. Watch out! Hold the button too long, and Dash will overheat due to all that friction.

Incrediball

Once Dash meets up with Violet, they can form the Incrediball. Use Dash's speed to navigate the Incrediball, and destroy henchmen and anything else in your path.

Incrediball Tips

In a pinch, Dash and Violet are a great brother and sister team! Be sure you learn the following tips and keep the ball rolling to help defeat Syndrome's henchmen.

Super Tip: Keep Healthy

Watch that health meter! Henchmen attacks and laser beams damage the Incrediball. Lose all your health and Violet will lose her concentration. This will cause the Incrediball to disappear, leaving Dash and Violet defenseless!



Full Force!

Use the Incrediball to send henchmen flying! You can also use it to destroy generators that can't be reached.

ENEMIES: HENCHMEN



Pyromaniac

Burning down an apartment building in lower downtown, these pyromaniacs need to be taught a lesson. Put up your dukes and keep the pounding going!



Notamanian Island Henchman

Are you an evil genius bent on diabolical revenge with a secret subterranean volcano base? Then do we have the guards for you! Not too bright, fiercely loyal, and guaranteed to waylay superheroes. Syndrome must have seen the advertisement; these henchmen are swarming the island.



Bored Henchman

Imagine a henchman with enough senility to afford a set of armor and strong enough to stand up to Mr. Incredible's punching. However, it isn't solid enough to withstand repeated pummeling, so get in up close and personal.



Bomber Henchman

These adversaries launch bombs in your general direction. You've got a second or two before the devices explode. Make good use of this time and launch the bomb back where it came from. Bombs can only be picked up when green.



Lobber Henchman

If you've encountered a Lobber Henchman, you know what to expect. Except these henchmen fly about on personal helicopter units. Roast their rotors in the same manner as before.



Laser Gun Henchman

Deadly both far and near to you, these thugs come armed with laser guns, and they aren't afraid to use them! Use your impressive dodging ability to avoid those blasts, and finish them off.



Moving Laser Gun Henchman

Don't these guys ever stop?! Throw an object at them before they fire and blast you. Hitting them before they fire sends them into a spin, down to the ground.



Shield Henchman

They may not be much of a threat, but they're not to be taken lightly. If you're not careful, they'll knock you right off your feet. You have to know when to hold 'em and when to fold 'em.

ENEMIES: ROBOTS

and an attack really jolts; be sure you attack well, and unscrew
the bolts!



CONDOBOT

Avoid the brightly colored birds. They're actually hidden cameras strategically placed by Syndrome throughout the island. If one spots you or you set it off, you'll alert any nearby enemies thanks to the piercing alarm these security sentries emit!



A hovering robot with an electrical discharge that will shock you if you stand under it. This terror from above can only be reached after an Incredil-Jump to its level. Then clip those rotor blades and bring the Helibot down to earth for good.



VELOCIBOT

These are just as nasty as the henchman-piloted velocipods, but don't have a pilot. This means carefully aiming and shooting them down to earth as quickly as possible is your only option.



LEAPERBOT

These robots are the peskiest around. When you try to get in close to attack, they leap back away from you. Of course, they launch an airborne barrage to make you think twice about chasing them! Dodge that devastation, and keep following the Leaperbot until it runs out of room. Then finish it!



MELEEBOT

Nomenisan Island is teeming with them! They spawn from robot generators in the dense jungle ground. Dodge their scanning lasers, or face their array of charging and slicing attacks. Instead, leap at them and stun them, using them to defeat other robots.

ENEMIES: ROBOTS



BEEROBOT

As you might expect, these robots secrete a sticky substance. The problem is they're programmed to explode when you touch them to spot you! If you're caught close to their explosion, you'll need a Super suit at the very best. Use whatever means you can to explode these kamikaze devices in mid-flight.



TANK

Although sharing the name of a tracked vehicle with a turret, this is a slightly more incredible version. Armed with a mass of weaponry from lasers to bombs, it will use any of them to defeat you. If you're able to turn one of the tank's weapons back on it, giving it a taste of its own medicine, you'll take it down.



MYSTERYBOT

ELUSIVE! THIS MATERIAL HAS BEEN DECLARED "CLASSIFIED" BY SYNDROME CORPORATION! AVERT YOUR EYE!!

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Gordon Madison

Stacey Mendoza

Lupi Özaranca

Eynd Oriai

Paul Reese

Paul Rivas

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Special Thanks to Disney

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Ben Hoppe

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Brian Kahanek

Vad Lott

Susie Lum

Bryan Monroe

Susan Ryan

Special Thanks to Our

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Mark Andrews

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Supervising Sound

Mike Johnson

Supervising Art

Mike Johnson

Supervising Story

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Mike Johnson

Supervising Sound

Mike Johnson

Supervising Art

Mike Johnson

Supervising Story

Mark Andrews

Supervising Animation

Mike Johnson

Supervising Sound

Mike Johnson

Supervising Art

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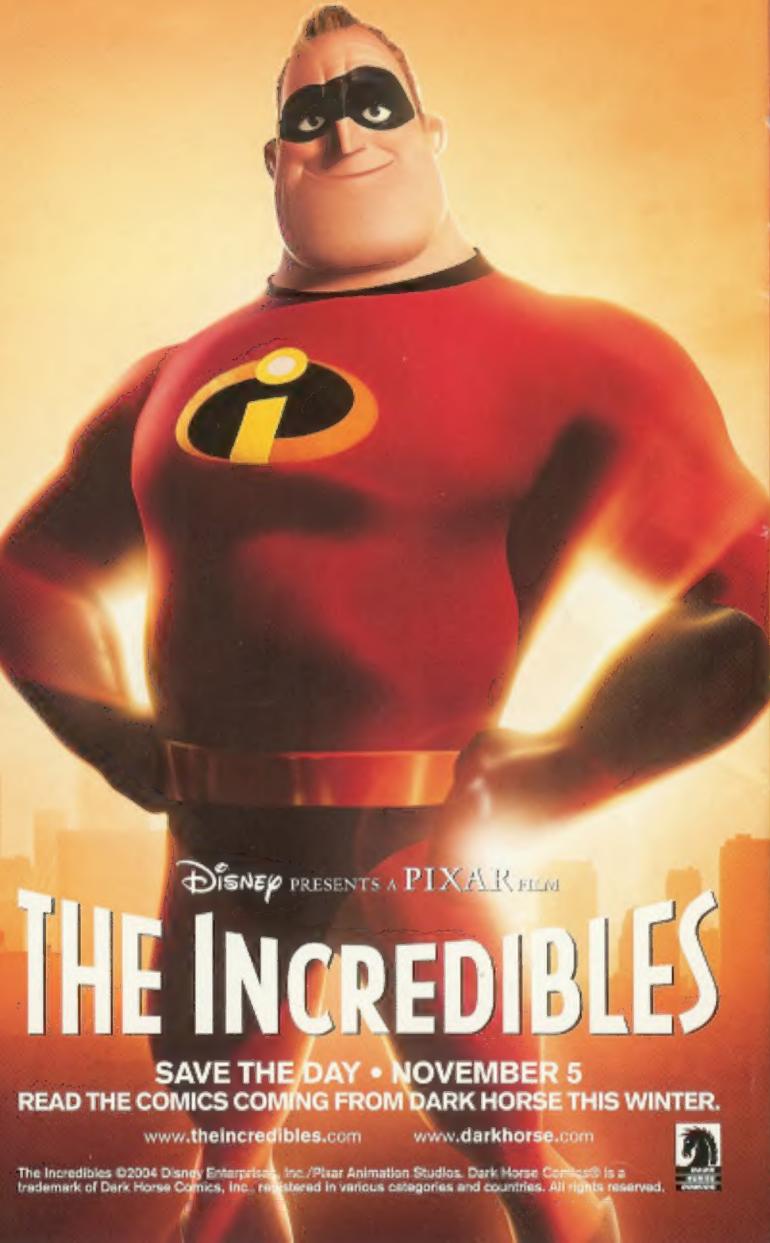
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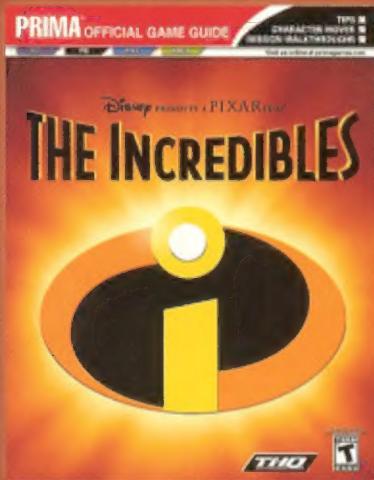
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